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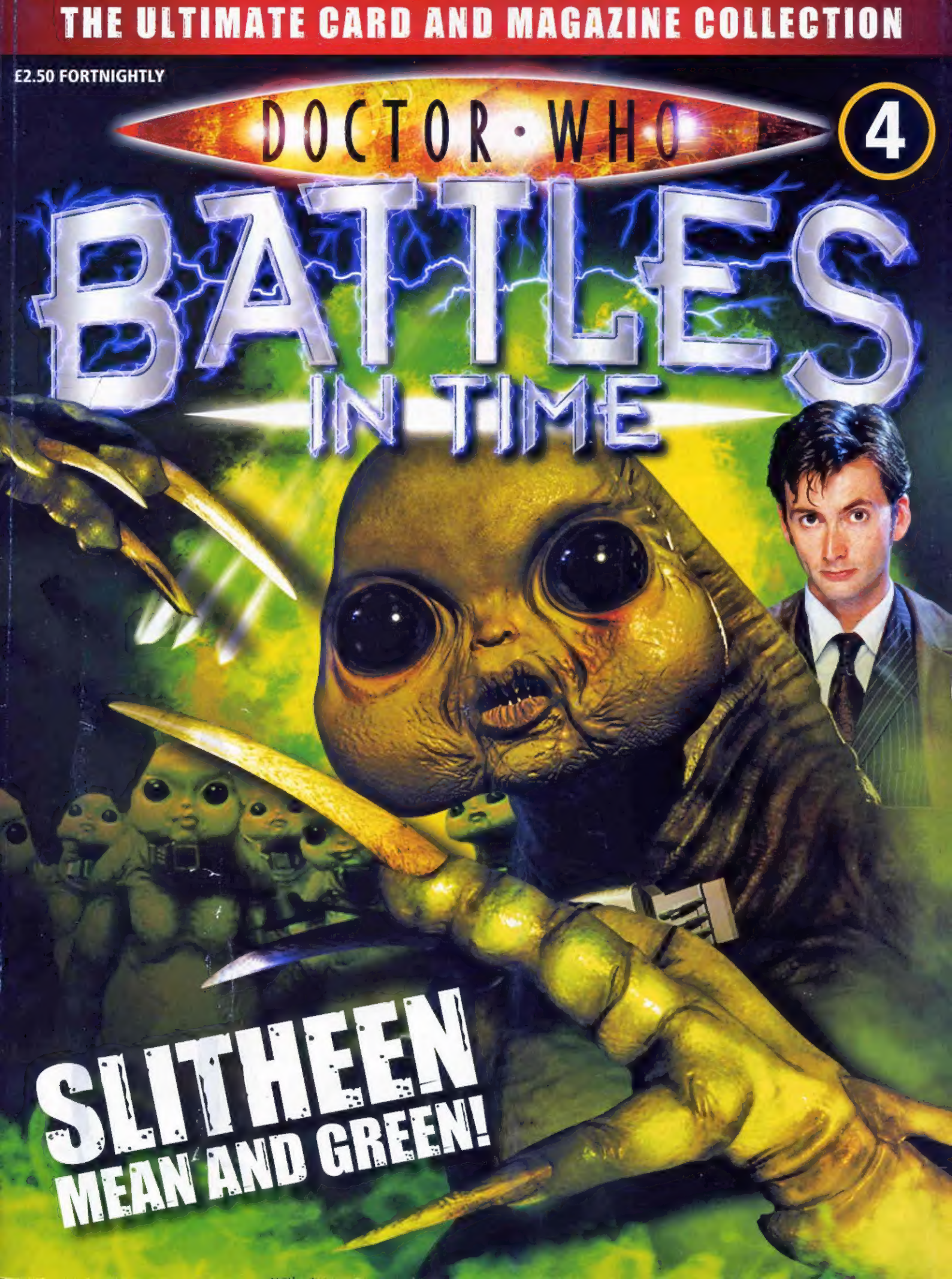

SLITHEEN
MEAN AND GREEN!

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GAMEPLAY HIGHEST

STEP 1

PLAYER 1 VS PLAYER 2

Remove bonus cards and make sure each player has the same number of cards – 10 each is a good number – it must be even.

One fight will be between the highest ratings and the other will be between the lowest ratings (categories don't matter). Each player selects two cards to battle and places them face down in the battle area.

& LOWEST

STEP 2

Each player turns over his cards and compares the scores. In this case **Player 1** wins the highest battle and **Player 2** wins the lowest battle. Losing cards are turned over and winning cards stay face up. If it's a draw, both cards are turned over.

STEP 3

Play continues until all the cards have been played. The winner is the one with the most cards face up at the end.

REMEMBER

Mid-range cards like Van Statten are good solid cards for this game.

DECK DOCTOR

Wondering what to do with some of your weaker cards? Just remember even the lowest-rated ones have benefits...

BONUS BOOSTERS!

PLATFORM ONE STAFF, RAFFALO AND STEWARD

Agility isn't too bad for this group of blue-skinned aliens, but your best bet is to combine one of these cards with a strong bonus card. Try playing the Skinsuit bonus card to force a draw or Platform One to boost their stats.

MR AND MRS PAKOO

The human-sized bird-creatures have a reasonable Fear Factor and their Agility isn't terrible either.

JACKIE TYLER

Jackie Tyler is just as weak in both universes, but don't be caught out by her Agility scores.

SPECIALS ZONE

TOP 5 SPECIAL ABILITIES CARDS!

DUKE OF MANHATTAN

It may be the weakest card on average, but the Duke can still beat several cards with scores under 1000.

ROBOT EYE AND SLITHEEN EGG

Neither can really fight back, but watch out for Fear Factor ratings and the Egg's Special Abilities!

BEST BONUS!

If you can get your hands on the ultra-rare TARDIS bonus cards your troubles are over – no matter how weak your card is!

CARD CLASH

WE PIT TWO OF THE COOLEST EXTERMINATOR

SLITHEEN

MONSTER PROFILE

HEIGHT 2.45m

LIFE FORM
RAXACORICOFALLAPATORIAN

TECHNOLOGY HIGH

PLANET
RAXACORICOFALLAPATORIUS

WHO IS SHE? Blon Fel Fotch Pasameer-Day Slitheen disguised herself as MI5 member Margaret Blaine, when her whole family tried to destroy the Earth. Then she became mayor of Cardiff and tried to blow that up too.

WHAT'S SHE LIKE? Big, mean, green and farted a lot, she had a rather silly sense of humour. But under all the evil she was just lonely and craved a second chance.

WHAT'S SHE GOOD AT? She had huge slashing claws, great strength, poisonous breath and the ability to fire poison darts, all of which made Blon a formidable foe.

THERE ARE LOADS MORE COOL SLITHEEN CARDS TO COLLECT!

SLITHEEN WINS ON SPECIAL ABILITIES:
8700 vs 8000

TOTAL 1/5

DALEK

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!

DALEK

EXTERMINATE!

DALEK PROFILE

HEIGHT	1.65m
LIFE FORM	DALEK
TECHNOLOGY	ADVANCED
PLANET	SKARO

WHAT IS IT? One of an army of thousands, this hideous mutant creature lives inside powerful metal armour. The only emotion it feels is hate.

WHAT'S IT LIKE? The ultimate fighting machine, fuelled by a bitter hatred of humanity and anything good. Killing is its greatest passion and the Doctor is its ultimate enemy.

WHAT'S IT GOOD AT? Blasting, suckering, flying and generally exterminating anyone it comes across. Daleks are also incredibly intelligent and can make millions of calculations in just a few seconds.

DALEK WINS ON
INTELLIGENCE:
8500 vs 3800
AGILITY:
6700 vs 6200
STAMINA:
7200 vs 5600
FEAR FACTOR:
8500 vs 7300

TOTAL 4/5

WINS!

USE THE DALEK BUSTER BONUS CARD TO EXTERMINATE ALL DALEKS!

FAQ EPISODE 3

THE UNQUIET DEAD

The Doctor and Rose travel back in time and encounter walking corpses.

Q Which episode is this?
In Victorian Cardiff Rose is kidnapped by an undertaker whose dead bodies won't stay still. Charles Dickens and the Doctor track her down and discover the bodies are being borrowed by the alien Gelth.

Q What does Sneed mean when he says they've got another one?
It looks like they've had a problem with corpses getting up and walking for a while.

Q What special powers does Gwyneth have?
She's psychic and can read minds.

Q How come the TARDIS got the place and date wrong?
The TARDIS makes mistakes sometimes. And of course, it's attracted to trouble!

Q What's this rift The Doctor was talking about?
Hidden underneath Cardiff is a huge tear in time and space, like a gap in the Earth's crust, which is full of energy.

Q What does Gwyneth mean about Rose's Dad waiting for her in heaven?
Rose's Dad died when she was a small baby.

Q Why do the Gelth turn red?
They're showing their true evil colours!

"Pity us! Pity the Gelth!"

CHARLES DICKENS!!!

Q Is Mr Dickens meant to be that famous author bloke?
Yes! Charles Dickens was a real writer who lived in the 19th century.

GELTH INVASION!

Race against a friend and see which one of you can save the world...

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

In Victorian times you spot a ghost during Dickens' stage show.
Look at your card number to see what happens next.

EVEN

You go to investigate, but feel a cloth pressed against your mouth.
Check your red AGILITY score to see what happens.

ODD

UNDER 5000

OVER 5500

OVER 5000 YOU ESCAPE

You team up with Charles Dickens and follow the hearse.
Look at your green INTELLIGENCE score.

You arrive at Mr Sneed's house, but will he let you in?
Is your green FEAR FACTOR over 5000?

You wake up in a room with dead bodies.
Look at your red AGILITY score: over 4500 move on under 4500 miss a go.

5500 OR LESS

OVER 5000

OVER 4500

UNDER 5000

As others hold a seance you run away.
If your red INTELLIGENCE rating is over 6000 you realise how to defeat the Gelth.

You realise you've been following the wrong vehicle.
Miss a go while you retrace your steps.

Reunited with your companion you have to decide what to do next.
Look at your green SPECIAL ABILITIES score to decide.

UNDER 4500

UNDER 6000

OVER 4500

OVER 6000

You go back to the TARDIS just before the Gelth attack. Go back to the beginning and try again.

Mr Sneed tries to shut the door in your face, but eventually you get through.
All this takes time. Miss a go.

The Gelth have taken over the world. Hop in the TARDIS and go back to the start to try again.

You hold a seance and decide to bridge the rift, but it all goes wrong.
Look at your red INTELLIGENCE.

UNDER 6500

OVER 6500

YOU WIN!

Congratulations!
Your realised just in time that the Gelth couldn't survive if you turned the gas on. Well done, you saved the world again!

SLITHEEN QUIZ

How well do you know your Slitheen?

Q1. What was the name of the disguised Slitheen who was mayor of Cardiff?

a) David Blaine
b) Margaret Blaine
c) Tony Blair

Q2. What embarrassing bodily habit do disguised Slitheen suffer from?

a) Yodelling
b) Burping
c) Farting

Q3. When the Slitheen crashed a spaceship into Big Ben what was the pilot?

a) A pig
b) A sheep
c) A horse

Q4. What food can destroy a Slitheen?

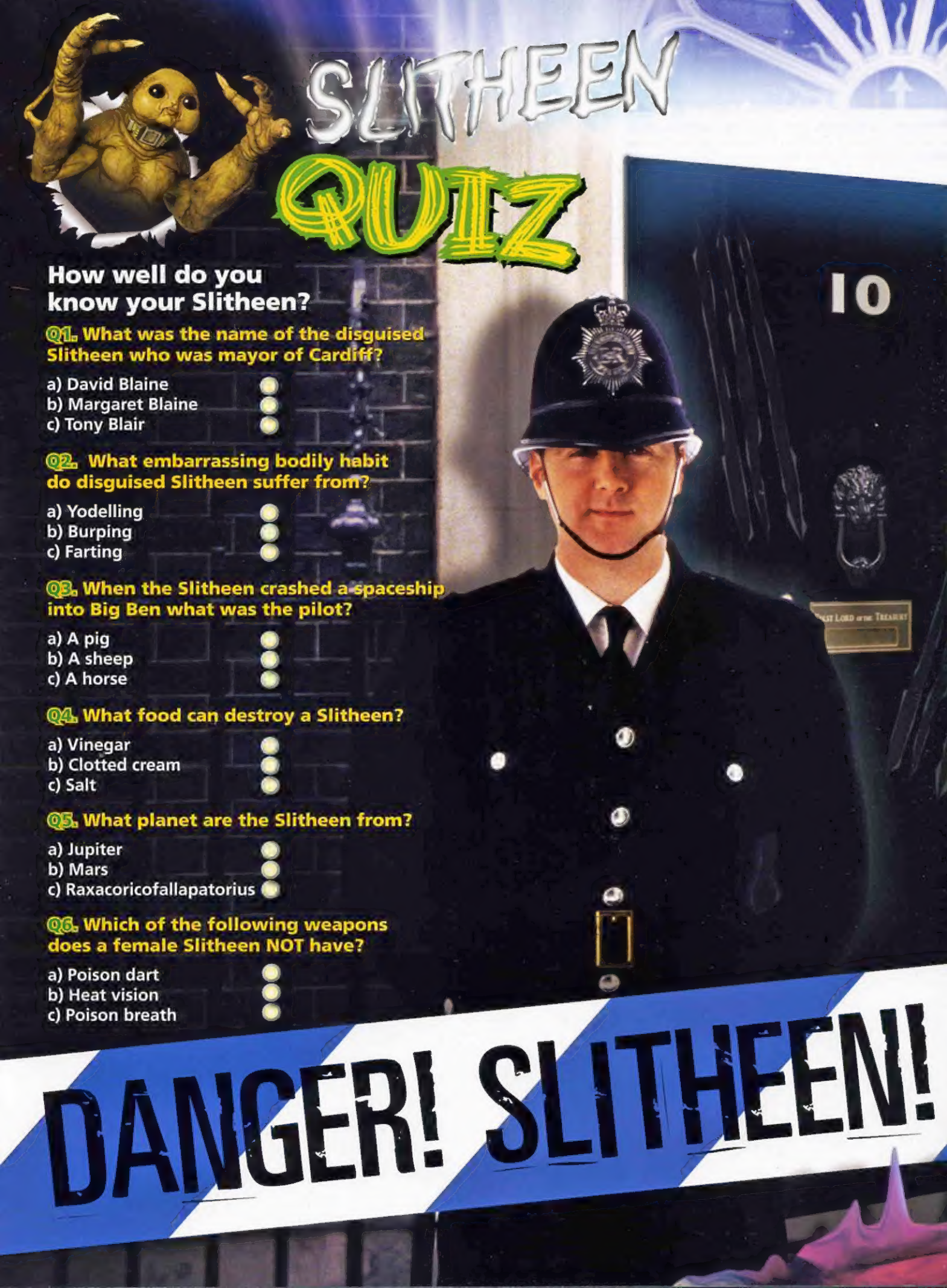
a) Vinegar
b) Clotted cream
c) Salt

Q5. What planet are the Slitheen from?

a) Jupiter
b) Mars
c) Raxacoricofallapatorius

Q6. Which of the following weapons does a female Slitheen NOT have?

a) Poison dart
b) Heat vision
c) Poison breath



DANGER! SLITHEEN!

5 WAYS TO FIGHT A SLITHEEN

1. Go somewhere with a good supply of pickled products full of vinegar you can use to dissolve the Slitheen's calcium bodies. Your local chip shop is ideal!
2. Thrust an electrical charge into the compression field control around their neck and watch them sizzle.
3. When fighting a female Slitheen keep some breath freshener handy to neutralise any pongs – and her poisonous breath.
4. Barricade yourself into a steel-lined room, but you'll have problems when you get out...
5. If all else fails hack into the Royal Navy website and launch a missile strike!

COMPRESSION

This device around the neck uses alien slipst compression techn to squash and squ the Slitheen's bo so it can fit into a human skin.

SKIN SUIT

The Slitheen disguise themselves as human beings, wearing suits made from their victims' skins. Because they are so big they have to use fat people.

04
SLITH
CRASH!
The Slitheen crashed their ship into the Thames to create a diversion. The ship's alien pilot was really a pig they'd modified.
ARRRRP!
SLITHEEN DATA
PLANET
The Slitheen come from Raxacoricofallapatorius.
OCCUPATION
They're drug-runners and arms-dealers, and will do anything for money.
TOTAL NUMBER
There are believed to be over 550 family members.

EEN!
MEAN AND GREEN!
STRENGTH
The Slitheen are very strong and can easily lift a human clear off the ground with one arm.
FOUL FARTS
When they wear a body suit the compression unit produces loads of calcium-based gas. It has to go somewhere and gets released like a foul-smelling fart.
LIGHT FOOTED
The feet are compressed more than any other part of the body and can even fit into small human shoes.
EGGS
Raxacoricofal
from eggs. On
laid an egg it
hatchery whe
other eggs un

HEIGHT

The average Slitheen is over eight feet tall (but rarely stands up straight).

GOOD NOSE

The Slitheen's sense of smell is so good that they can smell human hormones. This comes into play during the hunt.

CLAWS

The Slitheen's massive claws are easily capable of shredding a wooden door, though they're not up to sheets of metal.

RUN!

Slitheen are surprisingly fast and agile. Their long legs allow them to run at a good speed, and they tend to claw the air with their arms like giant apes.

TOP 10 SLITHEEN FACTS

1. The Slitheen have all been sentenced to death on Raxacoricofallapatorius.
2. The Slitheen's ships use highly-advanced slipstream technology.
3. They know how to wire up a pig's brain to make it walk on two legs.
4. Some Slitheen have been convicted of chizzle-waxing.
5. The Fel Fotch Pasameer-Day branch of the Slitheen family once disguised themselves as members of the UK government.
6. They have teleportation technology.
7. Slitheen smell like bad breath.
8. They are telepathic – when one is hurt or dies, they all feel it.
9. If the Slitheen returned home they would be dissolved in a cauldron of boiling acid.
10. For this reason no Slitheen has ever gone back to Raxacoricofallapatorius.

...patorians hatch
...e the mother has
... moved to a
... it's cared for with
...il the baby is born.

SLITHEEN DECK

There are loads of cool Slitheen cards to collect. See if you can get them all!

DO NOT OPEN! NG

TURN TO PAGE 23 FOR THE ANSWERS

THE MACROBE MENACE
SO YOU'VE BROUGHT US TO A SPACE LIBRARY. BIG WHOOP!
THIS HAPPENS TO BE THE UNIVERSITY OF RAGO RAGO FIVE SIX RAGO'S READING DOME, ROSE - FIVE BILLION YEARS IN YOUR FUTURE...
WHERE ARE THE BOOKS, THEN?
NO BOOKS. DATA DISKS. YOU ZAP THEM STRAIGHT INTO YOUR BRAIN.
EXCUSE ME! I'M KRIZ, HEAD LIBRARIAN. CAN I HELP YOU?
WOW, YEAH! I'M ROSE, THIS IS THE DOCTOR. WANNA SHOW ME WHAT THIS PLACE HAS TO OFFER A GIRL?
SURE! THIS MINDLINK LETS YOU PLUG DIRECTLY INTO OUR COMPUTER NET. YOU CAN UPLOAD A BOOK OR TAKE A VIRTUAL TOUR...
UM... SOUNDS GREAT. COMPUTERS ARE A LOT SMALLER IN THE YEAR FIVE BILLION, AREN'T THEY - AGGGHH!
COMPUTERS ARE SMALLER... BUT COMPUTER VIRUSES ARE BIGGER!
Written by: Steve Cole. Inks: John Ross. Colours: Alan Craddock.

LEAVE ROSE ALONE! WHAT ARE YOU... OH DEAR.
WE ARE THE MACROBES. FOR CENTURIES WE HAVE INFECTED THE DIGITAL WORLD...
NOW THROUGH THE MINDLINKS, WE CAN INFECT LIVING BRAINS TOO!
OH, NICE. AND WHAT ABOUT ANYONE WHO'S NOT USING THE MINDLINKS?
THEY WILL JOIN WITH US - OR DIE!
OR OPTION C, THEY WILL BE A RIGHT ROYAL PAIN AND STOP YOU!
NO. YOU MUST SURRENDER TO THE MACROBES... TIME LORD!
WHEN THIS GIRL'S PUNY MIND LINKED TO THE COMPUTER NET, WE LEARNED OF YOU. WE SHALL INFECT YOUR TARDIS AND SPREAD THROUGH TIME AND SPACE!

OOF!
SO IT'S YOUR FAULT THEY'RE ATTACKING US, DOCTOR!
WHEN YOU'VE FINISHED BLAMING ME, D'YOU FANCY RUNNING LIKE YOUR LIFE DEPENDS ON IT?
COS IT DOES! MACRO-ZOMBIES - EVERYWHERE! HIDING PLACE WOULD BE GOOD. ANYWHERE AROUND HERE?
QUICK, THE JUNKED BOOK CHAMBER - THIS WAY!
ALL THIS TIME THE MACROBES WERE QUIETLY INFECTING THE READING DOME... WAITING FOR THE CHANCE TO ESCAPE THROUGH THE MINDLINK!
THEY'VE ALMOST TAKEN OVER THE WHOLE NET! BUT THE MINDLINK WORKS BOTH WAYS. WHICH GIVES ME AN IDEA...
YOU KEEP JUNKED BOOKS HERE, RIGHT? WE'LL NEED THE WORST, MOST BORING ONES YOU CAN FIND. NOW!
'TOENAIL CLIPPINGS OF THE UG-RAPTOR'... 'A HISTORY OF PEAS'... HOW TO SPEAK ZARBI IN 10,000 STEPS'...
HAH! AWFUL STUFF! UPLOAD THEM TO THE NET QUICK, BEFORE THE MACROBES INFECT THIS TERMINAL TOO!
DONE IT! THE BOOKS ARE ALL UPLOADED!
BUT TOO LATE. HERE COME THE ZOMBIES!

THEY - THEY'RE FALLING ASLEEP!
THOSE BOOKS WE UPLOADED WERE SO DULL, THE ZOMBIES' BRAINS SHUT DOWN! THE MACROBES WILL BE FORCED BACK INTO THE NET...
YAWW-WW-NN
AND - OH LOOK! I'VE JUST DISCONNECTED IT! THE MACROBES ARE TRAPPED INSIDE. WITH NO MIND-LINK, THE ZOMBIES WILL SOON RETURN TO NORMAL.
MY HEAD... WHAT HAPPENED?
LATER...
OUR TECHNICAL TEAM WILL SOON CLEAN UP THE MACROBE INFECTION AND MAKE THE MIND-LINKS SAFE AGAIN.
GOOD! I PLAN ON KEEPING MY THOUGHTS TO MYSELF IN FUTURE!
WELL, I CAME HERE TO SHARE SOME THOUGHTS WITH THE CHOSEN SCHOLARS OF CLASS 55...
...WHO WATCHED THE EARTH EXPLODE FROM PLATFORM ONE. DON'T TELL ME, THEY'VE DISAPPEARED - LIKE EVERYONE ELSE WHO WAS THERE!
YEP. SO! TEN TRILLION BOOKS HERE, RIGHT? MAYBE ONE HOLDS A CLUE AS TO HOW THEY WERE TAKEN... AND WHY!
TEN TRILLION?!
LUCKILY I'M A FAST READER...
TO BE CONTINUED!!!

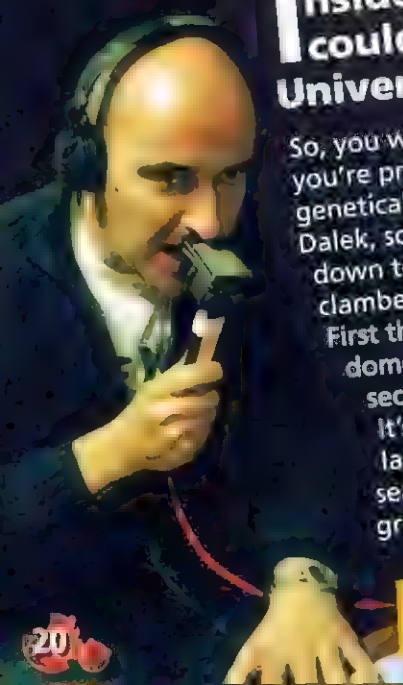
BEHIND THE SCENES

Get inside this metal monster!

DRIVING A DALEK

Inside a Dalek it's hot and dark but what could be more fun than controlling the Universe's ultimate killing machine!

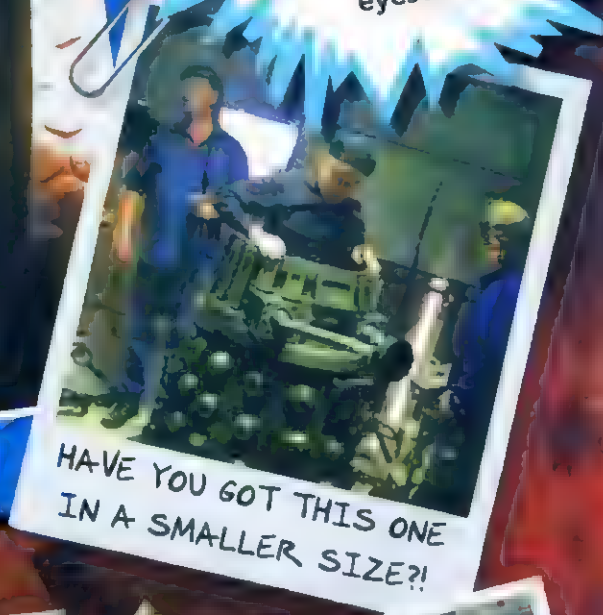
So, you want to be a Dalek? Well, you're probably not going to get genetically-engineered by the Emperor Dalek, so your best bet is to get yourself down to the Doctor Who studios and clamber inside a real-life Dalek casing. First they take the Dalek apart. The dome and the grill around the neck section come off, leaving the base. It's quite tall so you need a step ladder to get in. Sit down on the seat inside so your feet touch the ground. You'd better not mind small, dark spaces because now they put the Dalek together again. You have to help here, strapping everything down from the inside to stop it wobbling around. The eyestalk and the flashing lights are remote-controlled, so you connect them to the plugs inside. Your job is to make the Dalek move and to control the sucker and the gun. Now you're all hooked up and ready for some exterminating!



Nick Briggs, voice of the Daleks!

DID YOU KNOW?

In the old days, the people inside the Daleks had to control the lights and the eyestalk.



HAVE YOU GOT THIS ONE IN A SMALLER SIZE?!

HATS OFF TO THE DALEKS!

Three Dalek operators and their 'rides'.

IN THE SHOW

You know the Daleks! The Doctor's greatest enemies, hideous mutants inside almost indestructible armour. They think they're the greatest race in the universe and plan to exterminate everyone else.

YOU WILL OBEY!

YIKES! WHERE'S THE HAND BRAKE?

TEST DRIVE!

Making a Dalek move around smoothly isn't that easy. It's on casters, a bit like a shopping trolley and you're inside, sitting on a seat with your feet on the ground. When you want to move you have to shuffle your feet as if you're trying to scoot around the place on an office chair. That's not too bad – though at 10 stone a Dalek's no lightweight – the real problem is seeing where you're going. You look out through a tiny space in the front about the size of a letterbox, so you can't see anything to your left or your right. When you want to go through a door, you just have to aim for the middle and hope for the best. Get it wrong and you'll be banging into the walls, which frankly makes you look pretty stupid and not at all scary. Get it right, and you'll glide through like a deadly killing machine.

DO NOT TOUCH THE DALEK IT IS NOT A TOY!

L L

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

EVIL UNCOVERED

Take 3 felt tip pens (black, light green and dark green) and fill in this grid to reveal one of the Doctor's enemies. The number in each square refers to the colour you need to use to fill it:

- 1 – light green
- 2 – dark green
- 3 – black

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CATCH THE CARD...

Which path should you follow to get your hands on the super-rare scratch 'n' sniff Slitheen?

MONSTER MIX UP

Some of the Doctor's deadliest enemies have got a bit muddled up. Can you put the right ending to each name so they make sense?

1. CYBER-WOLF
2. SLITHE-RAK
3. KRILLI-EN
4. SYCO-LUFF
5. WERE-TANE
6. ABZORBA-MAN

COSMIC CONUNDRUM

Take a close look at the diagram below. Can you draw four lines that link the matching shapes? The lines don't have to be straight but they can't cut through any other line or shape, or go outside the rectangle.

COMING IN ISSUE 5...

YOUR NEXT PACK OF TRADING CARDS

PUZZLE ANSWERS

EVIL UNCOVERED

COSMIC CONUNDRUM

SLITHEEN QUIZ

Q1. b) Margaret Blaine
Q2. c) Farting
Q3. a) A pig
Q4. a) Vinegar
Q5. c) Raxacoricofallapatorius
Q6. b) Heat vision

MONSTER MIX UP

1. Cyberman
2. Slitheen
3. Krillitane
4. Sycorax
5. Werewolf
6. Abzorbaloff

CATCH THE CARD

Path: C

ALIEN LIFE FORMS

Not all aliens are little green men. Answer these questions to find out who you are...

START

When people meet you, what do they notice first?

- I LOOK REALLY ALIEN → Which of your characteristics do people usually notice?
- MY HEAD IS A STRANGE SHAPE → What do you think about people who spit in your face?
- STUFF GROWING FROM MY FACE → What's the greatest influence to the way you live your life?

Which of your characteristics do people usually notice?

- I'M QUITE RUDE → Are you any good with modern technology?
- I WANT TO KNOW ALL ABOUT THEM → What do you think about people who spit in your face?
- I'M REALLY SHY → Looks-wise, is your skin smooth or more like a crocodile?

What's the greatest influence to the way you live your life?

- SPANNERS → What do you think about people who spit in your face?
- MONEY! → Do you have lots of secrets or do you tell everyone everything?
- NATURAL WORLD → Do you look your age and can people usually guess how old you are?

What do you think about people who spit in your face?

- I LOVE THEM → Are you any good with modern technology?
- THEY'RE RUDE → Do you have lots of secrets or do you tell everyone everything?

Are you any good with modern technology?

- I'M GOOD AT FIXING IT → Looks-wise, is your skin smooth or more like a crocodile?
- I DON'T UNDERSTAND IT → Does your body have a kind of a blue look to it?

Do you have lots of secrets or do you tell everyone everything?

- PEOPLE KNOW ALL ABOUT ME → Does your body have a kind of a blue look to it?
- I'M MYSTERIOUS → Do you look your age and can people usually guess how old you are?

Looks-wise, is your skin smooth or more like a crocodile?

- IT'S A BIT BUMPY → Does your body have a kind of a blue look to it?
- IT'S SOFT AND SMOOTH → Do you always do as you're told, or are you a bit of a rebel?

Does your body have a kind of a blue look to it?

- MY COMPLEXION IS GREAT → Do you look your age and can people usually guess how old you are?
- YES → Do you always do as you're told, or are you a bit of a rebel?
- NO → Are you a good actor and always take the lead role in school plays?

Do you look your age and can people usually guess how old you are?

- I'M OLDER THAN I LOOK → Are you a good actor and always take the lead role in school plays?

Do you always do as you're told, or are you a bit of a rebel?

- I ONLY REBEL IF I'M TOLD TO! → **RAFFALO**
- I SPIT IN THE FACE OF ORDERS! → **MOXX OF BALHOON**

Are you a good actor and always take the lead role in school plays?

- I HAVE GREAT STAGE PRESENCE → **FACE OF BOE**
- I'M A BIT WOODEN! → **JABE**

RAFFALO

Friendly, blue and a bit of a pushover, try to be strong and stand up to authority or you'll always be ignored.

MOXX OF BALHOON

You may think spitting is great fun, but not everyone sees it that way!

FACE OF BOE

You are more than just a big face that lives in a jar, but few realise that.

JABE

Attractive in a rather leafy way, you are a good person, if a little nosey!

020

HARRIET JONES MP

HERO

INTELLIGENCE	5600	5900
AGILITY	4200	3800
STAMINA	3300	3700
SPECIAL ABILITIES	2200	2100
FEAR FACTOR	1000	1300

The MP for Flydale North became one of history's greatest Prime Ministers after the Slitheen wiped out the government.

C — EXTERMINATOR — 20/275

110

KENNY

HERO

INTELLIGENCE	4100	4700
AGILITY	2700	3400
STAMINA	2200	2300
SPECIAL ABILITIES	400	600
FEAR FACTOR	500	800

This schoolboy helped the Doctor escape the Krillitanes when he set off the fire alarm, deafening the bat-like creatures.

C — EXTERMINATOR — 110/275

129

MR REDPATH ZOMBIE

MONSTER

INTELLIGENCE	2900	3200
AGILITY	7400	6900
STAMINA	2900	3100
SPECIAL ABILITIES	3500	3200
FEAR FACTOR	5200	5400

When Redpath went to see his Granny in a funeral parlour he didn't expect her to move, or to turn him into a Gelth zombie!

C — EXTERMINATOR — 129/275

143

THE WIRE

MONSTER

INTELLIGENCE	5800	5300
AGILITY	8400	8100
STAMINA	6500	6800
SPECIAL ABILITIES	7200	6900
FEAR FACTOR	6800	6400

Searching for a physical body on Earth, The Wire feasted on the electrical activity in television viewers' brains.

C — EXTERMINATOR — 143/275

202

SLITHEEN GROUP

MONSTER

INTELLIGENCE	4400	4000
AGILITY	6000	6200
STAMINA	7600	7700
SPECIAL ABILITIES	8500	8700
FEAR FACTOR	8800	8500

The Slitheen family infiltrated 10 Downing Street dressed in human skinsuits but found it hard to stop farting!

C — EXTERMINATOR — 202/275

206

SCHOLAR 3

ALIEN

INTELLIGENCE	7300	7000
AGILITY	4300	4400
STAMINA	1000	900
SPECIAL ABILITIES	3900	2600
FEAR FACTOR	2000	1500

A university scholar who was one of Cassandra's intended victims at the party for the End of the World on Platform One.

C — EXTERMINATOR — 206/275

256

GARETH

HUMAN

INTELLIGENCE	5000	5200
AGILITY	4900	4700
STAMINA	4600	4400
SPECIAL ABILITIES	1800	1700
FEAR FACTOR	1300	1600

Controlled by his earpod, Gareth helped override the Torchwood system to start the invasion of the Cybermen.

C — EXTERMINATOR — 256/275

267

CLOCKWORK WEAPON

Use this card to reduce your opponent's FEAR FACTOR by 1500.

The Clockwork Robots wanted to take Reinette's head off with their deadly, razor-sharp weapons.

C — EXTERMINATOR — 267/275

177

9TH DOCTOR

INTELLIGENCE	9100	8600
AGILITY	6500	6900
STAMINA	8000	7400
SPECIAL ABILITIES	8800	9000
FEAR FACTOR	4900	4800

The Doctor used to look like this and spoke with a northern accent when Rose Tyler first joined him on his travels.

R — EXTERMINATOR — 177/275

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04 SLITHEEN

MEAN AND GREEN!

5 WAYS TO FIGHT A SLITHEEN

1. Go somewhere with a good supply of pickled products full of vinegar you can use to dissolve the Slitheen's calcium bodies. Your local chip shop is ideal!
2. Thrust an electrical charge into the compression field control around their neck and watch them sizzle.
3. When fighting a female Slitheen keep some breath freshener handy to neutralise any pongs – and her poisonous breath.
4. Barricade yourself into a steel-lined room, but you'll have problems when you get out...
5. If all else fails hack into the Royal Navy website and launch a missile strike!

SKIN SUIT

The Slitheen disguise themselves as human beings, wearing suits made from their victims' skins. Because they are so big they have to use fat people.

COMPRESSION

This device around th neck uses alien slipsteam compression technogy to squash and squeze the Slitheen's boy so it can fit into a human skin.

CRASH!

The Slitheen crashed their ship into the Thames to create a diversion. The ship's alien pilot was really a pig they'd modified.

PARRRRP!

SLITHEEN DATA

PLANET

The Slitheen come from Raxacoricofallapatorius.

OCCUPATION

They're drug-runners and arms-dealers, and will do anything for money.

TOTAL NUMBER

There are believed to be over 550 family members.

STRENGTH

The Slitheen are very strong and can easily lift a human clear off the ground with one arm.

FOUL FARTS

When they wear a body suit the compression unit produces loads of calcium-based gas. It has to go somewhere and gets released like a foul-smelling fart.

LIGHT-FOOTED

The feet are compressed more than any other part of the body and can even fit into small human shoes.

HEIGHT

The average Slitheen is over eight feet tall (but rarely stands up straight).

GOOD NOSES

The Slitheen's sense of smell is so good that they can smell human hormones. This comes into play during the hunt.

CLAWS

The Slitheen's massive claws are easily capable of shredding a wooden door, though they're not up to sheets of metal.

RUN!

Slitheen are surprisingly fast and agile. Their long legs allow them to run at a good speed, and they tend to claw the air with their arms like giant apes.

EGGS

Raxacoricofallapatorians hatch from eggs. Once the mother has laid an egg it s moved to a hatchery whee it's cared for with other eggs unil the baby is born.

TOP 10 SLITHEEN FACTS

1. The Slitheen have all been sentenced to death on Raxacoricofallapatorius.
2. The Slitheen's ships use highly-advanced slipstream technology.
3. They know how to wire up a pig's brain to make it walk on two legs.
4. Some Slitheen have been convicted of chizzle-waxing.
5. The Fel Fotch Pasameer-Day branch of the Slitheen family once disguised themselves as members of the UK government.
6. They have teleportation technology.
7. Slitheen smell like bad breath.
8. They are telepathic – when one is hurt or dies, they all feel it.
9. If the Slitheen returned home they would be dissolved in a cauldron of boiling acid.
10. For this reason no Slitheen has ever gone back to Raxacoricofallapatorius.